

[Index](#)[Three-pass affine transforms for volume rendering](#)

P Haeuselmann · Proceedings of the 1990 workshop on Volume ... 1990 · portal.acm.org

... In both cases, the affine transformation is reduced to a sequence of 1 D transformations of the ... bottleneck problem and the fact that 2 D and 3D filters are being replaced with 1D filters ... Tom Porter who all took part of many inter- esting discussions about **resampling** and affine ...

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... introduces additional **blur**. ... (stretched) along the frequency axis (Figure 1h). Before **resampling** the warped signal, we **pre-filter** (low-pass filter) it by convolving it with another kernel, ... (Figure 1d). This is particularly necessary if the signal is being minified or decimated, ie, if  $a > 1$  ...

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... The approach to reduce the aliasing due to **shear** in the screen space **resampling** is based ... This process is approximated using only 1D computations over the midline: a 1D blur (low pass ... the filter footprint size depending on the local **shear** factor (resulting in more blur with more ...

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K Meinke · US Patent App. 10/534,501, 2004 · Google Patents

... This process is approximated using only 1D computations over the midline: a 1D blur (low pass) filter is ... The 1D footprints are stretched resulting in four stretched texels 3D ... to deliver the desired anti-aliased and blurred texels 31 that are forwarded to the screen space **resampler**. ...

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... to trilinear or anisotropic filtering methods, and also support for fetching of 1D and 3D ... In principle, a 1D **resampler** requires as an accumulation buffer only a few registers (the ... Moreover, without precautions, two-pass **resampling** is susceptible to the so-called bottleneck and **shear** ...

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... In principle, a 1D **resampler** requires as an accumulation buffer only a few registers (the number of ... Moreover, without precautions, two-pass **resampling** is susceptible to the so-called bottleneck and **shear** ... It occurs with rotations close to 90° and results in excessive **blur** in the ...

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... X X = — w and Using screen space **resampling** based on two 1D **resampling** passes, the ... In principle, a 1D **resampler** requires as an accumulation buffer only a few registers (the ... Moreover, without precautions, two-pass **resampling** is susceptible to the so-called bottleneck and ...

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... But in case of absence of texture maps, or when for example textures are 1D or 3D, another ... be used to rasterize in the direction of the motion of the primitive so that a 1D filter can be ... Only the screen space **resampler** 245 has to deal with the perspective **resampling**, and it is only ...

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... to rasterize in the direction of the motion of the primitive so that a 1D filter can be ... as is usually the case with for example light maps) for which some extra **blur** is not ... The screen space **resampler** 245 also enables the use for high quality sharpness enhancement filters, which can ...


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M Zwicker, H Pfister, J van Baer · Proceedings of the ... 2001 · portal.acm.org

... Email: {pfister,joeroen}@merl.com encing requiring only one 1D footprint table for all reconstruction kernels and any viewing direction. ... Following Heckbert's terminology [4], we call:  $pk(x)=(qk \cdot h)(x)$  (8) an ideal **resampling filter**, combining a footprint function  $qk$  and a ...

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